

CCU 2009 winter league (indoor) rules

amended 16-01-09

Where no special mention is made the normal laws of cricket apply.

Behaviour

All players in the league are expected to behave cordially at all times and play within the spirit of the game.

Any breach of the spirit of the game will be viewed in a very dim light.

An umpire may at any stage during the game impose a 5 run penalty for behaviour he feels to be outside the spirit of the game.

Serious breaches of discipline may be forwarded to the CCU for consideration.

Play

Overs will be six balls.

An innings will consist of 15 overs.

Any one bowler may bowl a maximum of 3 overs.

Batsmen will change ends at the end of each over.

Where a wicket is taken on the last ball of the over the batsmen will change ends once. (The non striker will face the next ball)

In the case of a run out the batsman who loses his wicket will not face the next ball. Batsmen will change ends where so required.

The ball is always live. Batsmen may attempt a run at any stage including the bowler's return to his mark and the bowler may deliver the ball as soon as he is ready regardless of the state of the batsman.

The ball will be considered dead when called so by the umpire and when the umpire calls "over". The umpire will call "play" to indicate that the ball is again live.

Players	Gentlemen
Batsmen will play on a rotating batting order.	Batsmen will play in pairs.
The first batsman to lose his wicket will become 7 th in the order 2 nd – 8 th and so on.	Each pair will face 5 overs.
Each wicket lost will attract a penalty of -10 runs.	Each lost wicket will attract a penalty of -5 runs.
Batsmen will have 30 seconds to change over and take guard. Any new batsman not at the crease on time will be out and will have to again change.	Pairs will have 60 seconds to change over. After 60 seconds the Umpire may call 'play' regardless of the preparedness of the incoming pair.

Scoring and Dismissals

Walls and ceiling are viewed from the batsman's perspective.

Fittings; any structure which is permanently fixed to that wall is counted as that wall and points scored/rules applied as appropriate.

Points will be scored according to the first wall/ceiling hit by the struck ball. Any further ricochet, including from wall to ceiling will not count further to the score.

Scoring

Running the designated length of the pitch scores 1 run.

A struck ball hitting any wall in the batter's half of the hall scores 1 run.

A struck ball hitting a side wall in the far half scores 2 runs.

A struck ball hitting the far wall on the bounce scores 6 runs.

A struck ball hitting the far wall on the full scores 4 runs.

All points for a wall are in addition to points run.

A mis-fielded ball which touches a wall will score the same as a normal struck ball.

The umpire will decide if a deflection by a fielder was intentional or a mis-field

No overthrows are scored off the wall.

A bowled ball which passes the batsman without touching anything and which continues on to touch a side or the rear wall will be a bye scoring 1.

A bowled ball which deflects from the batsman's body to touch side or rear wall will be a leg bye scoring 1.

Byes/leg byes will score in addition to points run and penalties for a bad delivery.

When a wicket is taken the only score will be the penalty for losing the wicket. No other score for that ball applies.

Balls going over the net into the spectator area in the second half of the pitch score 1 run. If the ball crosses the net in the first half of the pitch it is considered dead and no runs are awarded.

Dismissals

If a returned ball hits the base of the stumps, dislodging the bails, the umpire must be of the opinion that the ball would have continued on to hit a stump before considering a run-out appeal.

If the wicket has been disturbed then the umpire will consider the wicket to be struck when a fielder can hold a ball to the stumps. A fielder may not handle the stumps without the ball. A fielder handling the stumps without the ball will be penalised 5 runs, added to the batting score.

Any struck ball which hits the ceiling or any of the ceiling fittings is out. (a ball passing over or through a ceiling fitting but not hitting anything on its travel is not out)

Any struck ball hitting above the line of the windowsill on the side walls is out.

A struck ball caught by a fielder having bounced off a wall but without touching the floor is out.

A ricochet from wall to ceiling which is caught before touching the floor is out.

A struck ball caught off the back wall on the full is not out but the ball is still live and should be fielded accordingly.

A ball which is retarded by fixtures (nets, wall bars, etc.) is still live and if caught before touching the ground the batsman is out.

A ball which becomes lodged in any part of the fixtures (lights, nets etc.) is to be called dead by the umpire immediately. The umpire must consider the ball 'lodged' when it stops moving in a location from which it cannot be readily fielded.

In the event of a dead ball, score will be awarded according to which wall was struck. If the batsmen have set off for a run before the ball is called dead they may complete that run (scoring 1) but may not run any further. The umpire/square leg umpire decides if the run was started.

A ball which passes under or around the net and into the stairwell will be called dead by the umpire immediately.

Any struck ball which passes through the gap between the two side nets shall be scored 1 run. And beyond that the conditions of a dead ball apply.

Bad deliveries

	Players'	Gentlemen's
Wide	Any ball which passes the batsman wide of the leg stump Any ball the umpire deems to be passing on the off side so wide of the batsman that he is not able to comfortably play it.	Any ball which the umpire deems to be passing wide of the wide marker on the popping crease
No ball	Any ball that would pass the batsman in his normal stance: above waist height on the full above shoulder height on the bounce A bowled ball which pitches more than twice before reaching the batsman	Any ball that would pass the batsman in his normal stance: above waist height on the full above shoulder height on the bounce A bowled ball which pitches more than twice before reaching the batsman

The penalty for any ball which is a no ball and/or wide shall be two runs and the ball will not be re-bowled.

In the final over the penalty for any ball which is a no ball and/or wide shall be 4 runs and the ball will not be re-bowled.

Dangerous deliveries

If the bowler delivers a ball which the Umpire deems to be dangerous, the Umpire will warn captain and bowler that 'any further dangerous delivery and the bowler may be removed'.

The warning is valid for the remainder of the innings.

If the bowler bowls a second dangerous delivery the umpire may ask the captain to replace the bowler.

The opposition captain may choose which bowler will be the replacement. That replacement will deliver the remaining balls for that over. The removed bowler may not bowl again in that innings.

No deliveries will be re-bowled. Normal penalties for bad deliveries will apply.

Captains Responsibilities

The captain is responsible for presenting his team at the hall before the due start time and having his team on the field in playing order at the due start time.

The captain should identify himself to the CCU rep and umpires before the match.

Both captains are required before the due start time to hold the toss which will be administered by the match umpire.

Each captain is required to confirm to the umpires that they are present with a team of six players.

If a captain knows that he will not have a sixth player for the duration of the game he should declare it to the umpires; thus the team will not be penalised as per a late arrivals.

A captain who does not have a complete team of six at the given time for the toss will be considered to have lost. The opposition team captain is not obliged to take the field for the first innings.

In the event of both teams only presenting 5 players a toss will be held in the normal manner. Rules for late arrivals will continue to apply to both teams.

After the toss both captains are to give the umpires their batting order and bowlers' names.

The captain is responsible for the match fees. 600Kc is to be paid to the nominated CCU rep before the start of the match. No pay no play. It is up to teams to work out how to produce the match fee, it remains the same regardless of how many players the team fields.

Substitution

General

All substitutions must be explained to the Umpires and opposition captain before the start of the match or during the match where that is appropriate.

If a player is injured during play and leaves the field, a substitute player (either a member of the squad or any other willing volunteer) may be “borrowed” for as long as is necessary.

A player may only play for one other team other than their own per weekend.
No player registered for the Players’ league may play in the Gentlemen’s league.

In the following rules a substitute is defined as a player who has turned up to play for team A but will stand in for team B as they are short of players.

- Substitutes may not bat or bowl.
- If a team does not have enough players to complete the bowling the captain of the opposing side will chose which players can bowl the remaining overs.
- In the Gentlemen’s league the captain of the opposing side will chose which of the 4 first batsmen will take the vacant batting position(s).
- In the players’ league the batsmen will bat in rotation as normal, but when it is the turn of missing players to bat they will be given out and the team will be deducted 10 runs.

The rules mentioned above need not be strictly applied if both captains are in agreement and the umpires have been informed before the start of the match.

Late arrivals

A late arrival is a player who is not physically in the building at the time of the toss.

A late arrival will bat in the last pair (Gentlemen’s) or No.6 (Players).

A late arrival may replace a “borrowed” substitute on the field only upon the agreement of the opposition captain and umpires.

Players League

If a late arrival is still not present when No6 batsman is required to face he will be given out (as per any other batsman who is not in the crease in the required time) and a 10 run penalty will be deducted.

In the event that a captain has declared a 5 man team (at the toss) and then a “willing volunteer” becomes available:-

The captain is obliged to take this substitute. The team will be deducted 10 runs retrospectively for each time the number six batsman should have faced up to that point in the game. The deduction is compulsory in this situation, the captain may not elect to continue with 5 rather than take the penalty.

Captains must submit a team list of six players to the CCU by the given deadline.

Any six players may take the field to represent the team; they do not need to be on the team list. Substitute players may come from other players’ league teams or elsewhere.

Gentlemen’s League

A gentlemen's team may consist of any six players except that no player named on the Players' team-sheets may take part.

Where a team presents with seven members before the match the captain may substitute a fielder as he sees fit. The six players who will bowl and the six who will bat must be identified to the umpires and opposition captain before the start of the match.

The gentlemen's rules mentioned above need not be strictly applied if both captains are in agreement and the umpires have been informed before the start of the match.

Administration

A schedule will be published with timings for each match and umpiring duties.

Each team will be required to provide umpires when so required by the schedule.

A team failing to provide umpires at the required time will be forwarded to the CCU for consideration of disciplinary measures.

Disciplinary measures may include: retrospective forfeit of runs, disqualification from the match or disqualification from the tournament.

In the case of disqualification, match fees and deposit are not refunded.

A team entered into the league commits itself to meeting match fees for each week for the duration of the tournament.

Each team entering is required to deposit 1200Kc before the start of the tournament. This will be held as the fees for the last two matches of the tournament, that is to say that each week teams should pay their entry fees until the last two weeks which will be already paid for.

A team which fails to offer a team on the day will forfeit the game and should still expect to pay the full match fees.

A team whose opponents fail to put forward a team should expect to pay the full match fee. Every effort will be made to ensure that a team which presents a team at the given time will have a match.

Scores and Results

At the end of the match the two opposing captains must agree to the scoring and result of the match. If no appeal is made by the end of the day the scores in the totals boxes stand.

Competition Structure

Both the Gentlefolk's and Players' competition shall consist of a league phase followed by play-offs.

Winners of league matches shall be award 2 pts with the losers receiving no points. If scores are tied at the end of a match, each team shall be awarded 1pt.

The final league positions shall be decided based on the following criteria:

1/ Points scored

2/ Penalty points

3/ Results of games between teams

4/ Aggregate runs (runs scored - runs conceded)

5/ Aggregate wickets (wickets taken – wickets lost)

6/ Total runs scored

7/ Total wickets taken

8/ Toss of a coin

Format of the play-offs on finals day is to be decided